

GUI SCREEN DESIGN - GENERAL PRINCIPLES

TWO DAYS

Prerequisite

This course is intended for those who have some prior exposure to the development of computer applications. Experience with some GUI packages would be beneficial, but is not mandatory. Exposure to other Windows 3.1 applications would be helpful.

Who Should Attend

Individuals who want to design graphical user interfaces, including analysts and mainframe developers who are unfamiliar with the concepts, standards, and techniques used to develop Windows applications.

Course Description

GUI Screen Design - General Principles begins with a discussion of the key concepts used in the design and development of a graphical user interface (GUI). The objects used to construct a GUI interface are covered. The six steps used to generate the necessary object views are featured. A set of GUI standards is presented. The properties of the most popular GUI objects are explained in detail. During this discussion the properties of Edit Boxes, Radio Buttons, Check Boxes, List Boxes, Combo Boxes, Command Buttons, Menus and more are discussed. The course then demonstrates the techniques used to develop GUI applications in the Visual Basic, Microsoft Access, or PowerBuilder environments. These demonstrations are used to reinforce the lecture material.

Course Topics

- An Overview of Intelligent Interface Design
- Analysis
- Design
- Construction
- Usability Testing
- Designing for the Web
- Designing for People
- Structure
- Interaction
- Presentation
- Internet and Intranet
- Online Support
- Best Practices for Customizing, Implementing, and maintaining Guidelines